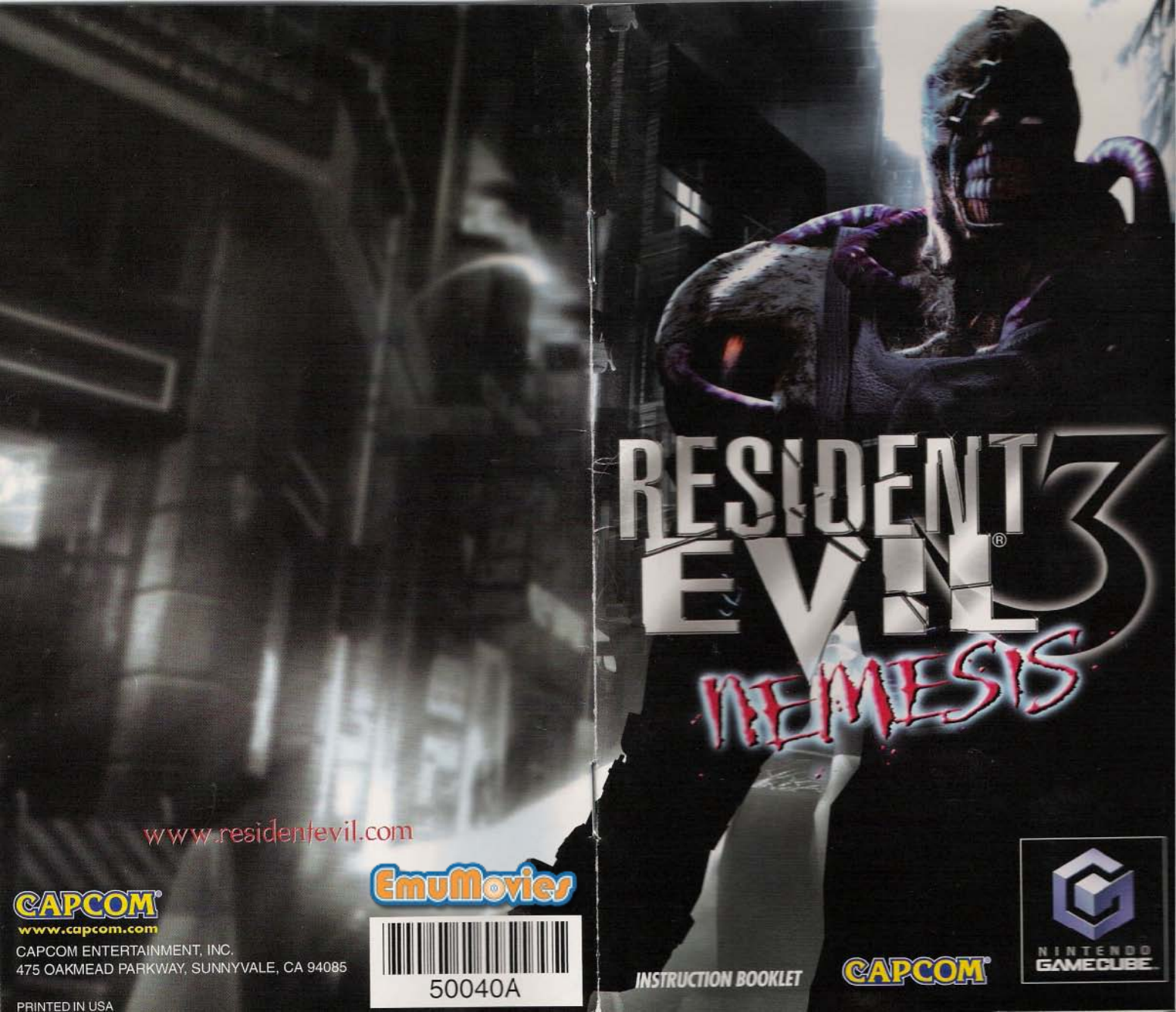




RESIDENT EVIL 3

WREATHED

www.residentevil.com

CAPCOM
www.capcom.com

CAPCOM ENTERTAINMENT, INC.
475 OAKMEAD PARKWAY, SUNNYVALE, CA 94085

PRINTED IN USA

EmuMovies



50040A

INSTRUCTION BOOKLET

CAPCOM



WARNING: PLEASE CAREFULLY READ THE PRECAUTIONS BOOKLET INCLUDED WITH THIS PRODUCT BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM, GAME DISC OR ACCESSORY. THIS BOOKLET CONTAINS IMPORTANT SAFETY INFORMATION.

IMPORTANT SAFETY INFORMATION: READ THE FOLLOWING WARNINGS BEFORE YOU OR YOUR CHILD PLAY VIDEO GAMES

⚠ WARNING - Seizures

- Some people (about 1 in 4000) may have seizures or blackouts triggered by light flashes, such as while watching TV or playing video games, even if they have never had a seizure before.
- Anyone who has had a seizure, loss of awareness, or other symptom linked to an epileptic condition should consult a doctor before playing a video game.
- Parents should watch when their children play video games. Stop playing and consult a doctor if you or your child have any of the following symptoms:

Convulsions	Eye or muscle twitching	Loss of awareness
Altered vision	Involuntary movements	Disorientation

To reduce the likelihood of a seizure when playing video games:

1. Sit or stand as far from the screen as possible.
2. Play video games on the smallest available television screen.
3. Do not play if you are tired or need sleep.
4. Play in a well-lit room.
5. Take a 10 to 15 minute break every hour.

⚠ WARNING - Repetitive Motion Injuries

Playing video games can make your muscles, joints or skin hurt after a few hours. Follow these instructions to avoid problems such as Tendinitis, Carpal Tunnel Syndrome or skin irritation:

- Take a 10 to 15 minute break every hour, even if you don't think you need it.
- If your hands, wrists or arms become tired or sore while playing, stop and rest them for several hours before playing again.
- If you continue to have sore hands, wrists or arms during or after play, stop playing and see a doctor.

⚠ WARNING - Electric Shock

To avoid electric shock when you use this system:

- Use only the AC adapter that comes with your system.
- Do not use the AC adapter if it has damaged, split or broken cords or wires.
- Make sure that the AC adapter cord is fully inserted into the wall outlet or extension cord.
- Always carefully disconnect all plugs by pulling on the plug and not on the cord.
- Make sure the Nintendo GameCube power switch is turned OFF before removing the AC adapter cord from an outlet.

⚠ CAUTION - Motion Sickness

Playing video games can cause motion sickness. If you or your child feel dizzy or nauseous when playing video games with this system, stop playing and rest. Do not drive or engage in other demanding activity until you feel better.

⚠ CAUTION - Laser Device

The Nintendo GameCube is a Class 1 laser product. Do not attempt to disassemble the Nintendo GameCube. Refer servicing to qualified personnel only.
Caution - Use of controls or adjustments or procedures other than those specified herein may result in hazardous radiation exposure.

CONTROLLER NEUTRAL POSITION RESET

If the L or R Buttons are pressed or the Control Stick or C Stick are moved out of neutral position when the power is turned ON, those positions will be set as the neutral position, causing incorrect game control during game play.

To reset the controller, release all buttons and sticks to allow them to return to the correct neutral position, then hold down the X, Y and START/PAUSE Buttons simultaneously for 3 seconds.



This official seal is your assurance that Nintendo has reviewed this product and that it has met our standards for excellence in workmanship, reliability and entertainment value. Always look for this seal when buying games and accessories to ensure complete compatibility with your Nintendo product.

All Nintendo products are licensed by sale for use only with other authorized products bearing the Official Nintendo Seal of Quality.®



1 Player

**THIS GAME SUPPORTS
GAME PLAY USING ONE
PLAYER AND CONTROLLER.**



Memory
Card

**THIS GAME REQUIRES A
MEMORY CARD FOR SAVING
GAME PROGRESS, SETTINGS
OR STATISTICS.**

CAPCOM

CAPCOM ENTERTAINMENT, INC.
475 Oakmead Parkway
Sunnyvale, CA 94085
©CAPCOM CO. LTD., 1999, 2003.

©CAPCOM U.S.A., INC. 1999, 2003. ALL RIGHTS RESERVED.
CAPCOM, the CAPCOM logo and RESIDENT EVIL® are registered
trademarks of CAPCOM CO. LTD. The ratings icon is a registered
trademark of the Interactive Digital Software Association.



THIS PRODUCT HAS BEEN RATED BY THE
ENTERTAINMENT SOFTWARE RATING BOARD. FOR
INFORMATION ABOUT THE ESRB RATING, OR TO
COMMENT ABOUT THE APPROPRIATENESS OF THE
RATING, PLEASE CONTACT THE ESRB AT
1-800-771-3772, OR VISIT WWW.ESRB.ORG.

MATURE
BLOOD AND GORE
VIOLENCE

LICENSED BY

Nintendo

NINTENDO, NINTENDO GAMECUBE AND THE OFFICIAL SEAL ARE TRADEMARKS OF NINTENDO.
© 2001 NINTENDO. ALL RIGHTS RESERVED.

CONTENTS

TRAPPED!	2
NEW FEATURES	3
LOADING	4
STARTING A MISSION	4
CONTROLS	5
PROLOGUE	6
CHARACTERS	8
PLAYER ACTIONS	10
STATUS SCREEN	12
ITEMS	13
MAP/FILE	16
LIVE SELECTION	17
PARTNER	17
SAVING	18
GAME OVER	19
RANKING	19
OPTION	20
CAN'T WIN? TRY THIS ...	21

VISIT THE RESIDENT EVIL WEB SITE
www.residentevil.com

CAPCOM HINT LINE

Hints are available:

1-900-976-3343

\$99 per minute for 24-hr. pre-recorded information.
\$1.35 per minute for live Game Counselor
assistance. From Canada: 1-900-677-2272 (\$1.35 per
minute).

Must be 18 years or older, or have parental
permission. Game Counselors available
Monday - Friday 8:30 a.m. - 5:00 p.m. Pacific Time.
This hint line supports games produced
by CAPCOM ENTERTAINMENT, INC. only. No hints
will be given on our Consumer Service line.
You must have a touch-tone phone to use this
service.

CAPCOM ON-LINE

www.capcom.com

Visit our web site to see all the great new CAPCOM
products or to check out featured games online!
You can also email us at megamail@capcom.com
for technical help or to find out what's new at
CAPCOM!

**REGISTER ONLINE AT
WWW.CAPCOM.COM**

TRAPPED!

It all began as an ordinary day in September. An ordinary day in Raccoon City, a city controlled by Umbrella Corporation.

No one dared to oppose Umbrella, and that lack of strength would ultimately lead to the city's destruction.

If only they had the courage to fight ... it may already be too late!

Now it's Raccoon City's last chance and my last chance ...

My last escape ...

NEW FEATURES

PLAYER ACTIONS (see pages 10-11)

- Draw weapon - Press the R Button.
- Dodge - Press the R Button the moment the enemy attacks you. (You cannot dodge when you are severely injured)
- Quick 180° turn - Move the C Stick in any direction.
- Climb/descend stairs - Press the Control Pad or + Control Stick  /  near the stairs.

MIXING AMMO (see page 15)

Create bullets for the Handgun, Shotgun, Magnum and Grenade Launcher by mixing items.

MAP (see page 16)

Zoom outdoor maps in and out by pressing the A Button. Change maps by pressing START/PAUSE.

LIVE SELECTION (see page 17)

When your character faces a perilous situation, a special event called Live Selection happens. Your choice affects how your character deals with the danger.

LOADING

1. Make sure the POWER Button is OFF on your Nintendo GameCube™.
2. Insert your RESIDENT EVIL 3 NEMESIS™ Nintendo GameCube™ Game Disc as described in the instruction manual.
3. Insert the Nintendo GameCube™ Controller into Controller Socket 1.
4. If you want to save a game, insert a Nintendo GameCube™ Memory Card into Memory Card Slot A.
5. Press the POWER Button ON. (IMPORTANT: Make sure not to touch the Control Stick while doing so.)

STARTING A MISSION

When you turn the power on, the Title/Game Mode screen appears. Move the Control Stick or press the $\uparrow$ Control Pad $\blacktriangle/\blacktriangledown$ to highlight different options, and press the A Button to confirm your selection.

NEW GAME

Select NEW GAME from the Main Menu. You can choose to play your game in HARD or EASY MODE.

- HARD MODE – More difficult challenge.
- EASY MODE – Less challenging play.

LOAD GAME

Select LOAD GAME if you have a previously saved game on a Memory Card, and want to resume play. See page 18, Saving, for more details.



Note: You can change the default button controls from the Option menu (see page 20).

PROLOGUE

A month and a half have passed since the incident ...

September has come to Raccoon City, a small industrial city in the American Midwest. People are starting to forget the chaos at the mansion as their everyday lives return to normal.

The bizarre incident that occurred in the Arclay Mountains, the destruction of the special taskforce S.T.A.R.S., Umbrella corporation's secret biological weapons laboratory hidden in an old mansion, the power of T-Virus that turns humans and animals into horrible monsters ... how could it all have happened here?

People could not believe the survivors' reports. Stories of their incredible experiences and of strange biological weapons and zombies were beyond the townfolks' imagination. The surviving S.T.A.R.S. team members headed to Europe even before the town heard the full details of what had happened.

They hoped it was all over. But then it happened again. Suddenly, a series of inexplicable murders occurred and a strange disease began invading neighborhoods.

T-Virus was flowing into the city ...

The invisible plague struck silently and turned the unsuspecting citizens into monsters.

People cursed their foolishness. But the nightmare had already begun ...

The future was out of their control.

Raccoon City was on the brink of collapse ...

JILL VALENTINE

Age/23 Blood type/B

Height/5ft 4in Weight/108lb

Jill is a member of S.I.A.R.S., a special taskforce in the Raccoon City Police Department. She is a specialist in disarming explosive traps. With her experience training in the U.S. Delta Force, she is one of the survivors of the original incident that occurred in the Arclay Mountains. Cheerful and independent, Jill has a strong sense of right and wrong. Though she has a healthy emotional side, she is also a strong-willed woman with excellent judgment.

S.I.A.R.S.

Special Tactics and Rescue Service

S.I.A.R.S. was founded under the jurisdiction of the Raccoon City Police Department to deal with increasing terrorism and crime.



CARLOS OLIVEIRA

Age/21 Blood type/O

Height/5ft 9in Weight/183lb

Though Carlos hails from South America, his exact origins are unknown except that he carries Indian blood. He is a U.B.C.S. soldier, in charge of heavy firearms, security and mission back-up. He is also responsible for weapons maintenance. At first sight he may appear inexperienced and immature. He is actually warm-hearted, with a strong sense of right and wrong.

U.B.C.S.

Umbrella Biohazard Countermeasure Service

Formed separately from Umbrella's special taskforce, U.B.C.S. is a rescue force comprised mainly of war criminals and exiled soldiers. Though the team has a high mortality rate, it has been very successful in crucial rescue missions.



BASIC ACTIONS

- **USE WEAPON** – Hold down the R Button to draw your weapon, then press the A Button to activate it. You can aim up or down by pressing the Control Stick or + Control Pad /.
- **PUSH OBJECT** – Some items can be moved by pushing them. Face the item you want to move and hold the Control Stick or + Control Pad . If the object cannot be moved, your character will not try to push it.
- **GET ON OR OFF OBJECTS** – You can get on or off some objects. Face the object and press the A Button. If you cannot get on or off the object, your character will not try to do it.
- **CLIMB / DESCEND STAIRS** – Press the Control Stick or + Control Pad / near the stairs.



ADVANCED ACTIONS

- **DODGE** – Press the R Button the moment your character gets attacked. Your character cannot dodge when severely injured. In EASY MODE, the dodge action is activated more easily.
- **ESCAPE** – When an enemy grabs your character or your character is falling down, you can escape more quickly by rapidly pressing the controller buttons.
- **QUICK 180° TURN** – Push in the C Stick in any direction.
- **ATTACK OBJECTS** – In some rooms, certain objects can be used to attack enemies by shooting at the objects. A drum is one example. When AUTO-AIM is on, you can press the R or L Button to locate enemies and Attack Objects in the scene. See page 20 for activating this option.

12 STATUS SCREEN



Press the Y Button during game play to display the Status screen. This screen shows your character's condition and items she or he is carrying. Use the Control Stick or + Control Pad to highlight an item or function, then press the A Button to activate the options. To exit the Status screen, press the B Button or highlight EXIT and press the A Button.

Continue reading for information on using the Item Commands (USE, COMBN, CHECK, AUTO) and the Game Commands (FILE, MAP, EXIT).

ITEMS 13

USE ITEM

After highlighting the item you want to use, press the A Button. You then have three options in the command window. Select USE to use the item. Some items take effect only when you use them in certain places.

EQUIP WEAPON

To equip a weapon, highlight the weapon, press the A Button, then choose EQUIP. You must equip a weapon before you can use it. You can equip only one weapon at a time.

CHECK ITEM

Use this option to examine an item or weapon you have acquired. Highlight the item, then select CHECK to see further information about it. Try to check every item so you can find helpful information.

AUTO

Switch between AUTO (automatic continuous fire) and MANUAL (pulse fire) control of your weapon.

ITEM BOX

You will notice that your character can only carry a limited number of items at a time. In order to carry the items you need at a certain time, you can store other items in an Item Box.



These are located in various places throughout the game. Stand in front of the Item Box and press the A Button. The Item Select screen will appear:

- You can exchange items, store items or take items out of the box. Highlight an item, then press the A Button.
- You can store up to 64 items in an Item Box.
- You cannot lose items, except for ammo.

COMBINING ITEMS

Some items, particularly weapons, have a different effect when combined with other items. When reloading a gun, select the appropriate ammunition, then select COMB from the command window. Use the Control Stick or + Control Pad to move the cursor onto the gun you're reloading and press the A Button. Try combining other items to discover new effects.

COMBINING EXAMPLES

- HANDGUN + HANDGUN BULLETS -
You can load ammo.

- GREEN HERB + RED HERB -
You can mix herbs. Green Herb + Red Herb has the effect of completely restoring your character's vitality. Herbs have various effects, depending on the combination.

MIXING AMMO

You can create ammo for the Handgun, Shotgun, Magnum and Grenade Launcher by mixing Gun Powder + Reload Tool.

- Gun Powder A + Reload Tool = Handgun Bullets
- Gun Powder B + Reload Tool = Shotgun Bullets
- You can also create more powerful Gun Powder by mixing different Gun Powders.
- Gun Powder A + Gun Powder B = Gun Powder C
- Gun Powder C + Reload Tool = Grenade Bullets

MIXING HINTS

- Grenade Bullets can be mixed with Gun Powder.
- As you create bullets, your skill will improve, making you able to create even more bullets.
- With certain combinations, you can create very powerful bullets.

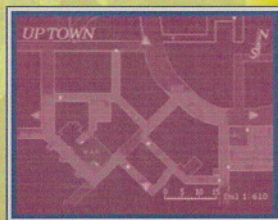
16 MAP/FILE

You can acquire maps and files during game play, and look at them on the Status screen.

MAP

Select this option to view the rooms and areas you have visited. On outdoor maps, you can zoom the view in and out by pressing the A Button. You can also move the map with the Control Pad or + Control Stick. Press START/PAUSE to choose from other maps you have acquired.

- You can also get to the Map screen by pressing the Z Button during play.



FILE

As you explore, you will discover notes, messages or other information that will automatically be filed in your character's notebook. Select FILE to view the contents of messages filed. Hints may develop from these notes.



Filed Messages

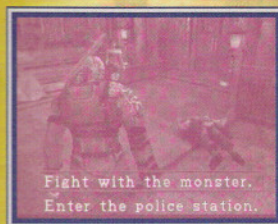
LIVE SELECTION 17

In-game events called Live Selection will occur when your character faces dangerous situations.

When a Live Selection begins, you'll have the opportunity to make a choice. Your selection will turn the story in a new direction.

When a Live Selection occurs, a screen appears. Make your choice promptly.

If you don't make a choice fast enough, you may be left in a more dangerous situation!



PARTNER

CHANGE CHARACTERS

During gameplay, you may need a partner character's help. When you actually control a partner character, the Status screen will change accordingly. The basic controls are the same as for your main character.

MOVE WITH A PARTNER CHARACTER

During gameplay, you may be in a situation where your character moves together with a partner character. In this case, if the partner character dies, the game ends.

To save game data, you must place an Ink Ribbon into a typewriter. Ink Ribbons can be found in various places throughout the game. Once you find a ribbon, stand in front of the typewriter and press the A Button. You will be asked to select a Memory Card for the save.

Note: You will need to find an Ink Ribbon each time you want to save, so use your Ink Ribbons wisely.

- To save game data, you must be using an optional Nintendo GameCube™ Memory Card (sold separately).
- Saving game data uses 1 free file and 1 free block on the Memory Card.
- Do not remove a Memory Card while saving/loading. Doing so may destroy the saved game data.



Your character takes damage when attacked. As Jill or Carlos weakens, her or his motions begin to show the strain.

You can check your character's damage on the Status screen. When the Jill or Carlos takes too much damage, she or he is defeated and the game ends.

If your partner character dies, it is Game Over as well.

RANKING

If you complete the game, the Ranking Screen appears. Your ranking is determined by various conditions.

- TIME – Your total play time.
- SAVES – Number of times you saved during the game.
- GRADE – Your grade, based on your performance.

20 OPTION

Select **OPTION** from the Main Menu to open the Option menu. Press the **A** Button on selected options to access their submenus.

- **BUTTON CONFIG** – Choose from three control settings. Also, turn **AUTO AIM** on/off. When the option is on, you can use the **R** and **L** Buttons to select targets (see page 11).
- **RUMBLE** – Toggle the controller's Rumble Feature on or off.
- **SOUND** – Switch between **STEREO** and **MONAURAL**, and adjust the volume of background music and sound effects.
- **MONITOR TUNING** – Adjust the brightness of your TV monitor. Select **ADJ VIA GAME** to adjust the game brightness.
- **RESET** – End the game and return to the Main Menu.

You can also get to the Option menu during play by pressing **START/PAUSE**.

CAN'T WIN? TRY THIS ... 21

TROUBLE DEFEATING ENEMIES?

Learn to use your weapons efficiently. Each weapon is best suited to destroying a different type of monster or zombie. Figure out which weapon you need, then put it to use. (Be sure to equip weapons **BEFORE** a fight!) **HINT:** When a zombie dies completely, blood will spread on the floor.

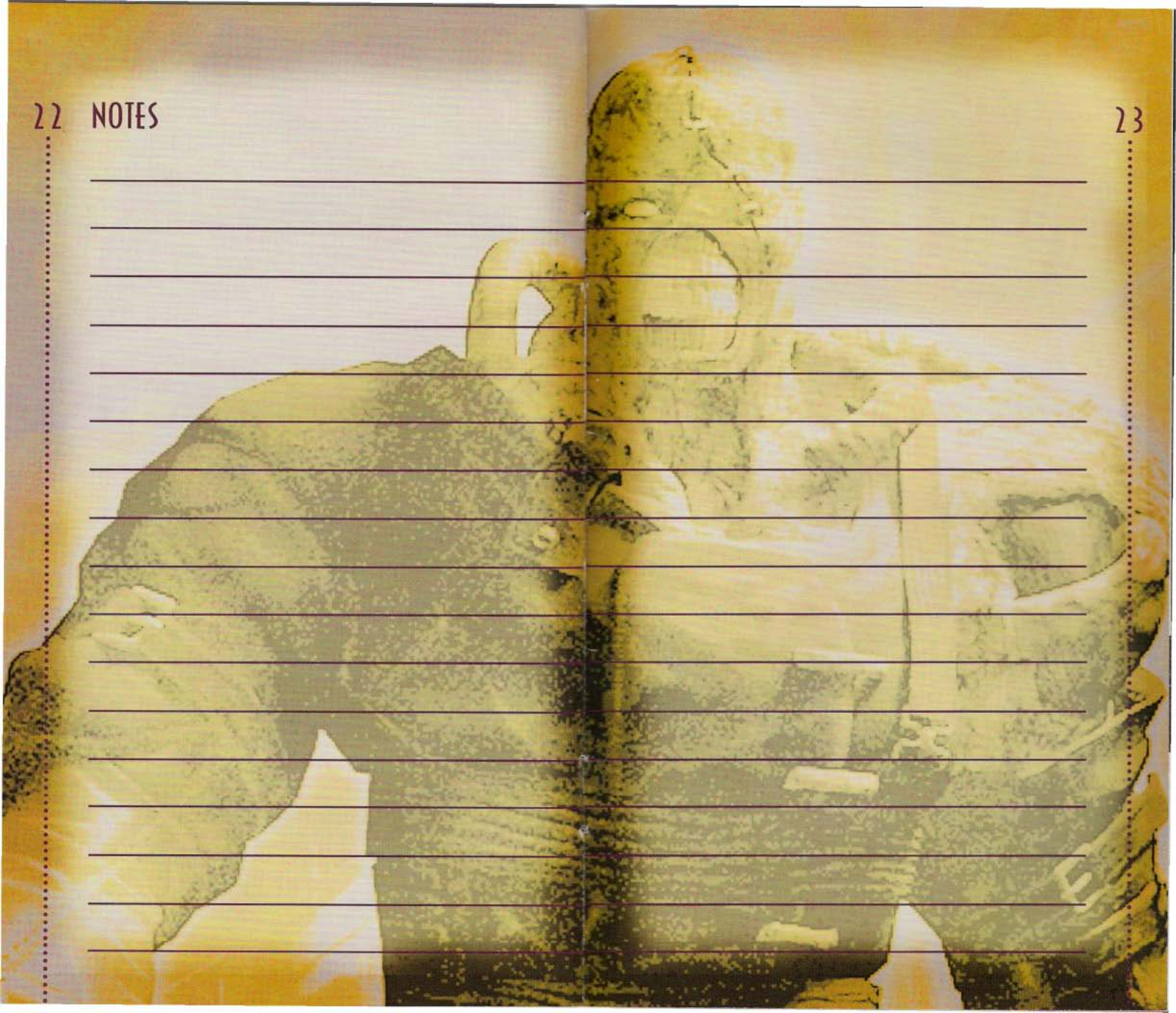
- Look for Attack Objects, such as drums, to help defeat your enemies.
- Use Dodge and Quick Turn to take less damage.
- Nothing works? Then run!

CAN'T HEAL YOUR CHARACTER?

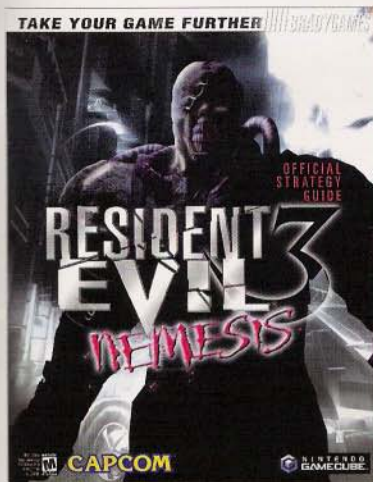
- Search the background for Herbs and First Aid Spray. Don't give up. You can't win if your character is too weak to fight.

CAN'T SOLVE PUZZLES?

- When you come to a new scene, search for files and memos that may contain clues. For more hints, call the CAPCOM **HINT LINE** at 1-900-976-3343.



DEFEAT NEMESIS...



with the Official
Strategy Guide
from BradyGames.

- Exclusive Illustrated Maps.
- Detailed Walkthrough.
- Boss Strategies.
- Complete Item Lists.
- Bonuses and Secrets Revealed!



To purchase BradyGames' *Resident Evil® 3: Nemesis* Official Strategy Guide, visit your local electronics, book, or software retailer. Also available online at bradygames.com.

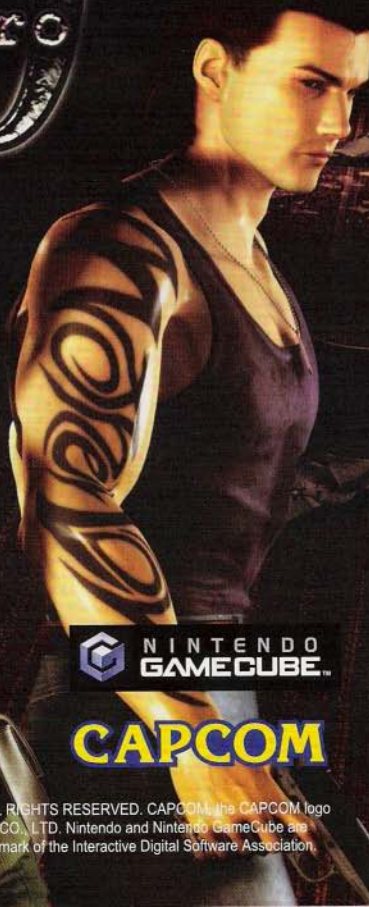
CAPCOM®

BRADYGAMES®
TAKE YOUR GAME FURTHER™

**Before the Mansion.
Before the Disaster.
Evil is Born.**

Resident Evil Zero

**AVAILABLE
NOW!**



 **NINTENDO
GAMECUBE**

CAPCOM



Blood and Gore
Violence

CAPCOM CO., LTD. 2002. CAPCOM U.S.A., INC. 2002. ALL RIGHTS RESERVED. CAPCOM, the CAPCOM logo and RESIDENT EVIL are registered trademarks of CAPCOM CO., LTD. Nintendo and Nintendo GameCube are trademarks of Nintendo. The ratings icon is a registered trademark of the Interactive Digital Software Association.

Resident Evil®

More evil awaits you
...only on Nintendo GameCube™
Get the entire collection!



CAPCOM

AVAILABLE NOW!

 **NINTENDO
GAMECUBE**



Blood and Gore
Violence

CAPCOM CO., LTD. 2002. CAPCOM U.S.A., INC. 2002. ALL RIGHTS RESERVED. CAPCOM, the CAPCOM logo and RESIDENT EVIL are registered trademarks of CAPCOM CO., LTD. Nintendo and Nintendo GameCube are trademarks of Nintendo. The ratings icon is a registered trademark of the Interactive Digital Software Association.

AVAILABLE
NOW!

RESIDENT EVIL

2

To order go to
www.ResidentEvil.com

CAPCOM

NINTENDO
GAMECUBE™

©CAPCOM CO., LTD. 2002 ©CAPCOM U.S.A., INC. 2002. ALL RIGHTS RESERVED.
CAPCOM, the CAPCOM logo and RESIDENT EVIL are registered trademarks of
CAPCOM CO., LTD. Nintendo and Nintendo GameCube are trademarks of Nintendo.
The ratings icon is a registered trademark of the Interactive Digital Software Association.

"a good, old-fashioned, American green-out."

- Comics Buyer's Guide

RESIDENT EVIL™

CODE:Veronica

BOOK THREE

The latest softcover
collection of the
original Hong Kong
Comics adapted from
the best-selling
videogame

Available Now

Available at comic
book specialty stores
and other bookstores
everywhere!

Also available:



Suggested for Mature Readers

Call 1-888-COMIC BOOK or visit dcomics.com to locate your nearest comics shop

© 2002 Capcom Co., Ltd. All Rights Reserved. RESIDENT EVIL CODE: VERONICA is a trademark of Capcom Co., Ltd.



WS

ALL THINGS CAPCOM



U.S.A.: Capcom Coin-Op | Nickel City Family Entertainment Centers | Capcom Japan | Capcom Asia | Capcom

©2002 Capcom U.S.A., Inc. All rights reserved. Capcom, Final Fantasy, Street Fighter, and the characters therein are either registered trademarks or trademarks of Capcom Entertainment, U.S.A. Nintendo, the official ball, Nintendo 64, and the "N" logo are trademarks of Nintendo of America, Inc. PlayStation and the PlayStation logo are registered trademarks of Sony Computer Entertainment Inc. The words from the logo are registered trademarks of the Japanese Game & Toy Museum. All other trademarks are the property of their respective owners.

CAPCOM COMMUNITY

Web site to the Capcom Community

Capcom.com is your one stop shop for all things Capcom! It's all at Capcom.com. And that's only the beginning. Dig deeper and you'll discover exclusive Capcom merchandise, game trailers, strategy guides, and even an online game forum, all at Capcom.com. Register to receive the Capcom Newsletter and a chance to win prizes.

<http://www.capcom.com>

Capcom.com is your one stop shop for all things Capcom! It's all at Capcom.com. And that's only the beginning. Dig deeper and you'll discover exclusive Capcom merchandise, game trailers, strategy guides, and even an online game forum, all at Capcom.com. Register to receive the Capcom Newsletter and a chance to win prizes.

CAPCOM®

CAPCOM®

CREDITS

Manual Design: Hanshaw Ink & Image;
Marketing: Todd Thorson, Sean Mylett,
Bonnie Scott, Robert Johnson and Nate
Williams; Creative Services: Jennifer
Cantuville and Marion Clifford; Package
Design: Michi Morita and Jamie Gibson;
PR: Melinda Mongelluzzo, Matt Atwood,
Garrie Root and Arne Cui; Special thanks
to: Bill Gardner, Robert Lindsey and Customer
Service.

90-DAY LIMITED WARRANTY

CAPCOM ENTERTAINMENT, INC.
("CAPCOM") warrants to the original
consumer that this Nintendo GameCube
Game Disc from CAPCOM shall be free from
defects in material and workmanship for a
period of 90 days from date of purchase. If a
defect covered by this warranty occurs
during this 90-day warranty period, CAPCOM
will replace the Game Disc free of charge.
To receive this warranty service:

1. Notify the CAPCOM Consumer Service
Department of the problem requiring
warranty service by calling (408) 774-0400.
Our Consumer Service Department is in
operation from 8:30 a.m. to 5:00 p.m.
Pacific Time, Monday through Friday.
2. If the CAPCOM service technician is unable
to solve the problem by phone, he/she will
instruct you to return the entire Game Disc
to CAPCOM freight prepaid at your own
risk of damage or delivery. We recommend
sending your Game Disc by certified mail.
Please include your sales slip or similar
proof-of-purchase within the 90-day
warranty period to:

CAPCOM
Consumer Service Department
475 Oakmead Parkway
Sunnyvale, CA 94085

This warranty shall not apply if the Game Disc
has been damaged by negligence, accident,
unreasonable use, modification, tampering or
other causes unrelated to the defective
materials or workmanship.

REPAIRS AFTER EXPIRATION OF WARRANTY

If the Game Disc develops a problem after the
90-day warranty period, you may contact the
CAPCOM Consumer Service Department at
the phone number noted previously. If the
CAPCOM service technician is unable to
solve the problem by phone, he/she may
instruct you to return the defective Game Disc
to CAPCOM freight prepaid at your own risk
of damage or delivery, enclosing a check or
money for \$20.00 (U.S. funds only) payable to
CAPCOM. We recommend sending your
Game Disc by certified mail. CAPCOM will
replace the Game Disc, subject to the
conditions above. If replacement Game Discs
are not available, the defective product will
be returned to you and the \$20.00 payment
refunded.

WARRANTY LIMITATIONS

ANY APPLICABLE IMPLIED WARRANTIES,
INCLUDING WARRANTIES OF
MERCHANTABILITY AND FITNESS FOR A
PARTICULAR PURPOSE, ARE HEREBY
LIMITED TO NINETY (90) DAYS FROM THE
DATE OF PURCHASE AND ARE SUBJECT TO
THE CONDITIONS SET FORTH HEREIN. IN NO
EVENT SHALL CAPCOM BE LIABLE FOR
CONSEQUENTIAL OR INCIDENTAL DAMAGES
RESULTING FROM THE BREACH OF ANY
EXPRESS OR IMPLIED WARRANTIES.

The provisions of this warranty are valid in
the United States and Canada only. Some
states and provinces do not allow limitation
on how long an implied warranty lasts or
exclusion of consequential or incidental
damages. In the above limitations and
exclusions may not apply to you. This
warranty gives you specific legal rights, and
you may have other rights, which vary from
state to state or province to province.

ESRB RATING

This product has been rated by the
Entertainment Software Rating Board.
For information about the ESRB rating
or to learn about the appropriate
use of the rating, please contact the ESRB
at 1-800-771-7755.